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WORKBENCH

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Annual General Meeting *Sunday, August 20th at 2pm*

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.

Amiga Users Group Inc, PO Box 48, Boronia 3155 Victoria, Australia

Australia's Largest Independent Association of Amiga Owners
The *Amiga Users Group Inc* has no affiliation with Commodore
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AMIGA Users Group

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia.

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, August 20th at 2pm
(Annual General Meeting)
Sunday, September 17th at 2pm

Sunday, October 15th at 2pm

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, and HP Laserjet.

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO box 48, Boronia, 3155.

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of \$25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for \$25 to: Amiga Users Group, PO Box 48, Boronia, 3155

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for \$8 each including postage on AUG supplied disks, or \$2 each on your own disks. The group currently holds over 200 volumes, mostly sourced from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books.

Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Just show your membership card. Although we have no formal arrangements with other companies yet, most seem willing to offer a discount to AUG members. It always pays to ask!

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for \$2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

Amiga Link I & II - Our Bulletin Board Systems

The Amiga Users Group operates two bulletin board systems devoted to the Amiga, using the Opus message and conferencing software. AmigaLink I and II are available 24 hours a day. AmigaLink I & II can be accessed at V21 (300bps), V22 (1200bps), V23 (1200/75bps) or V22bis (2400bps) using 8 data bits, 1 stop bit and no parity.

AmigaLink is part of a world-wide network of bulletin boards, and we participate in national and international Amiga conferences. AmigaLink has selected Public Domain software available for downloading, and encourages the uploading of useful public domain programs from its users. AmigaLink I (792-3918) is OzNet node number 8:830/324 and AmigaLink II (376-6385) is OzNet node number 1305/998

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page \$20
Half page \$40
Full page \$70
Double page spread: \$120

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. Absolute deadline for copy is 23 days before the meeting date. Send the copy and your cheque to: The Editor, AUG, PO Box 48, Boronia, 3155, Victoria.

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PageStream - A Review

by Hugh Leslie

At last Desktop Publishing on the Amiga has come of age!

When I first saw PageSetter I thought it was a great program and went out and bought it. I've used it a lot since and have realized it's limitations but nothing has come along until now which has seemed to work better or do the job better. I was excited when Professional Page was released but found it cumbersome, slow and it didn't produce any sort of reasonable output on my 9 pin Epson compatible Dot Matrix printer - a great disappointment. Thus, when I saw an add for a new program called Publishing Partner Professional which offered a \$50.00 trade in for my original PageSetter disk I sent it off. That was in about March 1988! The company kept on sending me encouraging little letters and changed the name of the program to PageStream without producing anything and after 12 months I became a little skeptical. However one day a parcel arrived and it was the long awaited software.

I have been using this program for about six weeks now and I have continually been impressed with the thoughtfulness and versatility of the programming. It is an intuitive and easy to use program but provides all of the power of a top DTP program. I believe that it has many more features than Professional Page and is certainly faster and easier to use.

The manual is very classy - in a big box like WordPerfect with a three ring binder. However before I go into the manual I would like to talk about the best part of this program and that is the finished product. This program drives my printer to its absolute maximum resolution and produces the best results that I have seen on anything

less than a laser printer. However before you ask, it will drive laser printers and can produce postscript output, although I have yet to try either of these. The program uses its own printer drivers and supports quite a large subset of the standard drivers and this is one reason why it produces such good output.

The other reason is that it doesn't use bit mapped fonts but scalable outline fonts that are defined not as a bit image but as a series of lines and curves so that when they are resized they will always come out as smooth as the output device can produce them! This program can have font sizes ranging from 1/50th of a point to 1310 points high and anywhere in between in 1/50th point increments and still produce a completely smooth result. (This corresponds to sizes from 1/3600th of an inch to 18.2 inches high!) Height and width can be specified separately and so you can have text that is, for example 16.53 points high by 12.45 points wide! You can drag text so that it will fill the space you want it to fill exactly. However, not only can you resize the fonts but you can rotate, slant and twist text in 1 degree increments and still get smooth text. There are twelve attributes that text can have - bold, backslant, underline, double underline, italic, light, mirror, outline, reverse, shadow, strike through, and upside down. Using any of these or a combination still produces smooth text. Text can be produced with any one of 36 predefined Mac like fills or you can define your own. Ten very nice fonts are provided with the package and although this doesn't sound like many, because of their versatility they are really all you need to do any form of DTP. Extra font disks can be purchased and you can use any Postscript fonts although this will only be useful if you are

using a Postscript printer.

The program comes on two disks - a program disk which also has all the drivers on it and a fonts disk. When it boots up you start with a typical "menus across the top and toolbox down the right side" display and in interlace mode. To start a new document you select 'new' and are presented with a requester which allows you to choose from any one of 12 predefined sizes of page including A3, A4, A5, B4, and B5. You can of course specify your own size and whether it is single or double sided and portrait or landscape. When the document opens you are presented with a standard Intuition window with slider gadgets and resizing gadgets etc. You can open up to six documents at a time and cut and paste between them and in this case their windows would lie on top of each other and be accessed pushing other windows to back. The program has predefined viewing magnifications but you can set your own scale or use the variable zoom option and you can also view facing pages in a double sided document.

To enter text you can either type straight onto a page or set up columns. If you type straight onto a page the text becomes an object which can be resized in any dimension and moved around, rotated etc, while still remaining a piece of text. This text can be edited on screen even if it has been rotated 90 degrees! Its font can be changed and any of its attributes. If you are using columns, when you resize the column the text doesn't change size but flows to fit the new size, and of course you can link columns through a document so that text will flow on.

You can import text and graphics straight

onto the page and then resize to your hearts content. The program uses the concept of driver modules like printer drivers for importing and exporting. For instance this release has a WordPerfect module and an ASCII text module and will automatically recognize a WP file and import it with all of its formatting intact. If you use some other word processor other modules are coming out and all you need to do is put the relevant one into the driver directory and it will then recognize your particular type of file. This means that nothing is "Hard Wired" and it is much more flexible. This release also has modules for importing IFF ILBM files ie DeluxePaint and it will import pictures of any resolution into your document and also a module for Draw Plus structured drawings which are fully supported.

Once you have your text on the page you can flow it smoothly around graphic objects (something Pro Page promised but never produced), adjust line spacing and character spacing down to 1/3600 th of an inch, paragraph indents and outdents, kerning to 1/1000th of an em, set tabs, justification, superscript and subscript, search and replace, spell check, set hyphenation constraints and all quickly and with a minimum of fuss. Many word processors have fewer features than this program and it is all on screen and WYSIWYG. You can search and replace not only text but also font styles, sizes, attributes, justification etc which makes making changes very easy. You can also attach 'tags' to text which allow you to specify attributes. When you change the attributes of the tag all the text throughout the document which has that tag attached will also change. You can define 'master pages' which allow you to set graphics and text which you want to appear on every page of the document and these are left and right sided.

You are not stuck with using just inches but can use any of the 9 measuring systems (inches, ciceros, centimeters, didot points,

millimeters, metric points, picas, absolute, and points). These can be set globally so that the rulers and all requesters default to the global standard or you can type a number and put the abbreviation for the measuring system after it (ie. 33.2 mm).

Requesters are usually very well thought out and often give you at least three ways of entering information. For instance the line spacing and character spacing requester allows you to enter the spacing from the keyboard or click on some arrow gadgets while watching a representation of what your changes will look like. You can actually use the mouse to drag the lines apart until it looks exactly like you want it without leaving the requester. This is repeated in most other requestors and is very useful and intuitive.

The tool box allows you to draw structured graphic objects with line, box, rounded corner box, circle, arc, ellipse and freehand tools. These objects can then be grouped together, resized, rotated and ungrouped again without loss of resolution as they are not bit mapped. The attention to detail is astounding because you can even specify the radius of the rounded corners of the rounded corner box. Any of these graphics can be filled with a fill pattern and drawn with a particular line pattern.

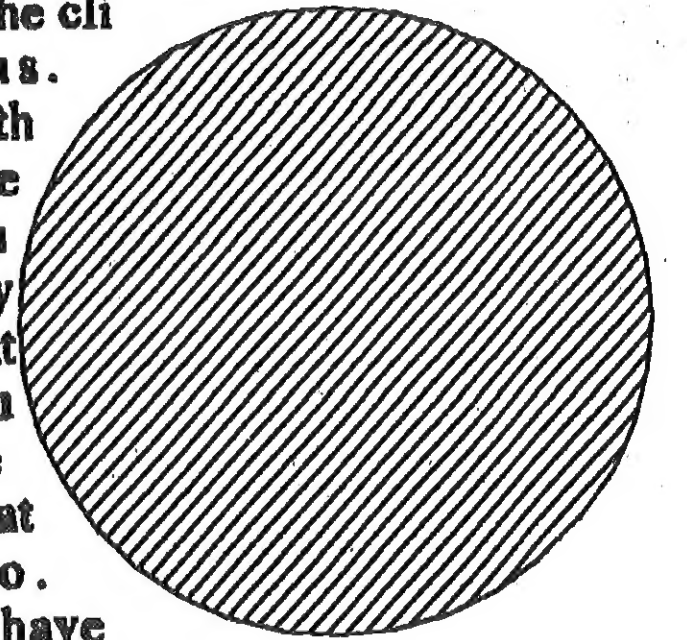
Full colour is supported and the program will do proper colour separations. When it comes to printing things get even better. You can specify what percentage of size that you want it to print, upto 1500% and down to 1% and it will use a tiling method to print your document on as many pages as is necessary to get all of it on and then you paste them all together to get the finished product. Of course at 100% it will fit exactly on the page size that you have specified. If you specify thumbnail it will print 20% size exact replicas of all the pages of your document on the one page - excellent for getting an overview of a whole document.

The program will run in 512k but you need to use it in noninterlaced mode and open it in the workbench screen, all options that can be set from the WB icon or from the cli with options. Obviously with a program like this you run out of memory very quickly at 512k and you are quite limited in what you can do. With 2meg I have had no memory problems at all and the program seems to be very efficient with memory. It also seems to be very robust despite a few minor bugs and I haven't had it cause a guru yet while I have been using it although once or twice it has gurred when I've quit the program.

I haven't been able to cover all of the options and features of this program and already this article is too long. If it all sounds too good to be true I promise that I am not exaggerating. When I demonstrated the program at the North West group recently everyone was most impressed. I believe that it is retailing in the states for \$199.00 but I suppose that by the time it gets to Australia that price will have tripled (literally!).

Software for the Amiga is going ahead in leaps and bounds and I believe that this package is light years ahead of the competition (and I don't have any shares in the company!)

This document was printed using PageStream and a \$300 9 pin dot matrix printer.



Public Domain Update

Fish Disk #201

Draco Update to Chris Gray's Draco distribution for the Amiga. Enhancements include support for floating point, register variables, more optimization, improved call/return standard, etc. This is version 1.2, an update to the version on disk 76. Requires documentation from disk 77 to complete the distribution kit. Binary only.

DropCloth DropCloth lets you place a pattern, a 2 bitplane IFF image or a combination of a pattern and image, into the WorkBench backdrop. This is version 2.4, an update to version 2.2 on disk 128. Shareware, binary only.

Fish Disk #202

SlavicFonts A whole bunch of new fonts from Robin LaPasha. Version 1.0.

Vlt VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. The program requires ARP, and it has an ARExx port. XMODEM 1K/CRC and Kermit protocol support also included. Version 3.656, binary only.

Fish Disk #203

Examples Assembly and C code examples, including some old favorites (like speechtoy and yacht3) downcoded to assembly language. Includes a replacement for the official audio device, an example of creating a subtask, a rewrite in assembly of R. J. Mical's file requester, an example of installing a custom input handler ahead of intuition, and more.

GurusGuide The source files for all examples published in the "Guru's Guide, Meditation #1: Interrupts" by Carl Sassenrath, the architect of the Amiga's low-level multitasking operating system and designer of Exec.

Isam A library of routines to access relational data base systems using the Index Sequential Access Method (ISAM). This is beta version 0.9, binary only.

Fish Disk #204

FileReq A simple file requestor, written as an exercise by the author to see how easy it would be (it wasn't). Includes source.

GnuGrep The grep program from the GNU project. Replaces grep fgrep, egrep, and bmgrep. Currently does not expand Amiga style wildcards, so if you wish to scan multiple files you will need to use it with a shell that does this for you. Version 1.3, includes source.

HAMCu Installs a custom copper list for the current active view (usually workbench) that contains all the colours from 0x000 to 0xffff. A neat effect and an easy way to show off the color capabilities of the Amiga. Includes source.

Image-Ed An shareware icon editor submitted by the author for inclusion in the library. Suggested shareware donation of \$20. Version 1.8, binary only.

JPClock A short clock program that is just packed with features. Includes source.

MouseBounce A short hack/game that makes your mouse pointer bounce around the screen. The object is to close the MouseBounce window and exit the game. Each time you click the mouse button, the pointer speeds up. Includes source.

PopDir A small utility which "pops open" to help you look at the contents of a particular directory on demand. Version 1.4, includes source.

PopInfo A small utility which "pops open" to give you information about the status of your devices and memory. Version 2.9, includes source.

Teacher Teacher is a short, simple hack. I won't spoil the fun by telling you what it does. Includes source.

Fish Disk #205

Bally Amiga port of the former arcade game named Click. This version now has sound effects. Version II, an update to the version released on disk 181. Binary only, shareware.

BattleForce A nicely done shareware game, submitted by the author, that simulates combat between two or more giant, robot-like machines. Binary only, version 3.01.

Chess A port of a chess game posted to Usenet. This is an update to the version first included on disk 96. It has been upgraded to use an Amiga Intuition interface. Version 2.0, binary only.

Fish Disk #206

Brownian A demo based on both fractal theory and brownian motion. Includes source.

Hawk A stereo image of a hawk. Requires red/green stereo glasses to view.

MemFlick Treats all the memory in your Amiga like it was part of a bitplane inside a graphics display. Provides sort of a graphical picture of your memory usage. Binary only.

PeX A demo of the various graphics capabilities of the Amiga.

PictureGarden Another demo, apparently in compiled basic.

StereoDemo A demo of stereoscopic graphics, written in assembly language. Requires red/green stereo glasses to view. Includes sources.

Triple Three demos of some of the Amiga's graphics and sound capabilities. Binary only.

Fish Disk #207

Coyote Gene's entry to the 1988 Badge Killer Demo contest. A very cute (and large) animation. Requires about 1900 blocks of disk space, so it is distributed in "arc format".

Fish Disk #208

AsteroidField This is Michael's entry for the 1988 Badge Killer Demo Contest. It is a large animation of a spacecraft flying madly through an asteroid field (chased by unseen foes) that includes a couple of near misses.

Fish Disk #209

Bowl This is Vern's entry for the 1988 Badge Killer Demo Contest. It is a Sculpt-Animate animation that shows three colored balls flying in circles above a mirrored bowl. Rendering the animation took about 2 weeks. Distributed in zoo format because of its size (zoo program included for easy unpacking).

Dps A program designed to work with the PrintScript program, a commercial PostScript interpreter for the Amiga, to provide a page previewer. This is version 1.1 and includes source.

Fish Disk #210

Calc A very nicely done scientific/programmer/plotter calculator. The scientific portion has most of the operations found on the more popular handhelds. The programmer portion has all the special hex/binary/decimal conversions as well as register operations like ASL, ROL, LSL, AND, OR, XOR, etc. The plotter portion will plot equations. Other features include 26 memories, full mouse or keyboard operation, pull-down menus, and iconization. Version 3.0, binary only.

LabelPrint A program that allows you to easily print labels for your disks. Version 1.9, shareware, binary only (source available from author).

NuHand An animation of a hand with fingernails scraping on a desktop, including sound effects. This is Bryan's entry for the 1988 Badge Killer Demo Contest. Binary only.

Fish Disk #211

AmigaWave This is Allen's entry to the 1988 Badge Killer Demo Contest. It is an animation with sound effects.

Esperanto A keymap modification to usa1 which, in conjunction with the supplied slate.font, will allow one to type in Esperanto and Welsh, in any program that will use keymaps and fonts.

Image-Ed An shareware icon editor submitted by the author for inclusion in the library. Suggested shareware donation of \$20. Version 1.9, binary only. Fixes a serious bug in the 1.8 version on disk 204.

SignFont A keymap and font that will allow the user to be able to type in American Sign Language, provided that one knows the font.

VirusControl A new virus detection and control program that checks disks during insertion, protects from link viruses, shows bootblock on a screen, periodically checks system vectors, controls access to files with a requester, etc. Version 1.3, includes full assembly language source code.

Fish Disk #212

Alice This animation is Carey's entry to the 1988 Badge Killer Demo Contest.

DiskSalv A disk recovery program for all Amiga file system devices that use either the Amiga Standard File System or the Amiga Fast File System. DiskSalv creates a new filesystem structure on another device, with as much data salvaged from the original device as possible. This is an update to the version released on disk 177. Binary only.

DogsWorld This animation is Charles' entry to the 1988 Badge Killer Demo Contest.

Fish Disk #213

Cucug This animation of the Champaign-Urbana Commodore Users Group logo was submitted to the 1988 Badge Killer Demo Contest by Ed Serbe.

Icons Almost 300 icons in eight (!) colors. Uses a special program to get an eight color workbench to display these icons, which were made with DPaintII and IconGen. Most icons are miniatures of the main screen of their corresponding programs, or the picture they show, made with "iconize" and "recol" from disk 85.

Fish Disk #214

ArcPrep ArcPrep prepares files and/or directories for archival with arc or any other program that can't scan through different directories and/or handle long filenames. Version 2.1, includes source.

MandelVroom A Mandelbrot/Julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-half-brite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory. This is the source to version 2.0, an update to the version on disk 78. A compiled binary, along with help files and example images, can be found on disk 215.

MemDiag A memory diagnostic program to identify addresses which produce memory errors, and a memory quarantine program which removes such defective addresses from the system's free memory list, until such time as the hardware errors can be corrected. Version 1.1, includes source.

RunBack Another step in the evolution of Rob Peck's RunBackGround pro-

gram, from disks 73 and 152. Allows you to start a new CLI program and run it in the background, then closes the new CLI. This version has been enhanced to use the NULL: device by Gunnar Nordmark (included), which is a "real" device, so it solves problems with previous versions of RunBack which used the Nil: "fake" device, causing many crashes. Includes source.

SmartIcon This shareware program, submitted by the author, is an Intuition objects iconifier. Version 1.0 is limited to iconifying windows, which is still very handy. It adds a new "iconify gadget" to each window, that when clicked on, iconifies the window into an icon in the ram: disk. This is the same version as released on disk 134, but now includes the source code.

Fish Disk #215

MandelVroom A Mandelbrot/Julia-curve generating program that features five numerical generators (integer, ffp, ieee, 020, and 020/881) in hand-crafted assembly for maximum speed, online mouse selectable help for all functions, generation of multiple pictures simultaneously, a sophisticated user interface with shaded gadgets, etc. Some of the other features include zoom, magnify, color-cycling, contouring, auto-contouring, histogram, statistics, presets, extra-half-brite support, overscan, orbits, pan mode, and more. Requires 1Mb or more of memory. This is version 2.0, an update to the version on disk 78. Source is available on disk 214.

Fish Disk #216

BackDrop Backdrop allows you to define a pattern which will then be displayed on the workbench screen in the normally empty area behind all the windows. Similar in concept to DropCloth, but this one does not require workbench to be loaded (and does not cohabit very well with workbench). Includes source.

C64Emul An April Fools spoof that turns your Amiga into a C64, or at least makes it look that way. Includes source.

Cloud A program that generates and displays fractal surfaces that look remarkably like clouds. Based on ideas from the book "Fractals" by Jens Feder. Binary only.

PrtSpool A DOS handler, a print program, and a control program that implement a print spooling system. Like PRT, the DOS handler waits for stuff to be sent to it to be printed. The print program does line numbering and page headers. The control program handles administrative functions. Binary only.

VirusX Version 3.20 of the popular virus detection/vaccination program. Features a test for 8 new viruses since the 3.10 version on disk 175. Includes source.

Wanderer A neat little game with graphics and sound, ported from the Unix version, originally written on a Sun workstation. The idea for Wanderer came from games such as Boulderdash, Xor, and the Repton games from Superior Software. Includes a builtin editor for extending the game by adding additional screens. Version 2.2, includes source.

Fish Disk #217

AntiCBS An animation cooked up by Leo in protest of CBS's coverage of the Hacker's Conference in Oct 88. After reading the transcript I was angered enough to feel this needed widespread distribution, even though it is quite old.

Echo A small replacement for the AmigaDOS echo that will do some special functions, such as clear the screen, delete to bottom of screen, scroll the screen, place the cursor at a particular location, and set the text style and/or color. Includes source.

InstallBeep This program replaces the DisplayBeep function so that an IFF 8SVX sound is played instead of the screen flashing. The PlayBeep function runs as a task in the background and runs asynchronously so the length of the sound does not slow anything down. Includes a couple of sample sound files. Version 1.1, binary only.

SnipIt An input handler wedge which allows you to clip text from any

window and then paste that text anywhere, as though you had typed it on the keyboard. You mark the text you want to "snip" using the mouse, and then use the mouse to "paste" the last snipped text into the active window, requester, or anywhere. Version 1.2, includes source.

SonixPeek A utility to let you list all the instruments used by one or more Aegis Sonix score files. It can scan individual files, or search one or more directories, checking all score files in each directory. The output is a list of all the instruments you need to have present in order to be able to play the indicated score files. Includes source.

Stevie A public domain clone of the UNIX 'vi' editor. Supports window-sizing, arrow keys, and the help key. Version 3.6, includes source. This is an update to version 3.35a on disk 197.

Fish Disk #218

EdLib A library of additional functions for Manx. This is version 1.1, an update to version 1.0 from disk183. Includes source.

Mandel Another mandelbrot generator program, with bits and pieces of code from C. Heath and R.J. Mical. This is version 1.3, an update to the version on disk 111. New features and improvements include an ARexx interface, coordinates in sight, more state info saved with a picture, batch files, programmable functions, and more plotting options. Includes source.

Maze A program that lets you build mazes and then solve them. Mazes can be trivial one level mazes to very difficult three level mazes. Version 1.2, includes source.

PcPatch Patches for PCCopy and PCFormat from the EXTRAS disk, to allow reading, writing, and formatting of any kind of MS-Dos style disks, including 720K 3.5" diskettes. Binary only. This is an update to the version on disk 163.

Scanner Scanner makes commented C code of all intuition structures in memory. The structures will receive correct pointers towards each other. Scanner starts looking at IntuitionBase, and follows all pointers, storing them in memory. When finished, it writes all the structures to the standard output. Version 1.0, includes source.

Worm An Amiga implementation of the classic "worms" program, based on an article in the Dec 1987 issue of Scientific American. You can specify the size and length of the worms, and the number of worms. Includes source.

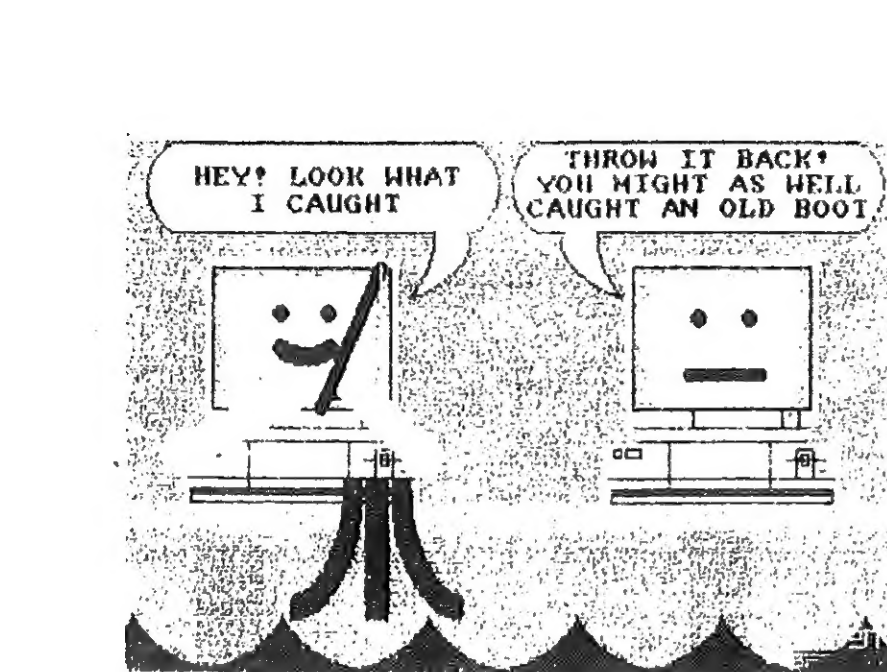
Fish Disk #219

DeepSky A database containing information on 10,368 non-stellar objects, 600 color contrasting easily resolved double stars, 70 stars for setting circles, and misc white dwarfs, red stars, binaries, etc. The database is distributed in zoo format, and is about 1.2 Mb after extraction. Version 5.0.

Mv A Unix style mv/cp/rm program that moves, copies, or removes files. Includes interactive mode, recursive mode, and force quiet mode. Copies file permissions, dates, and comments, supports arp style wildcards, supports moves across volumes, honors the delete bit. Version 1.1, includes source.

Fish Disk #220

DNet A link protocol that provides essentially an unlimited number of reliable connections between processes on two machines, where each end of the link can be either an Amiga or a Unix (BSD4.3) machine. Works on the Amiga with any EXEC device that looks like the serial device. Works on UNIX with tty and socket devices. Achieves better than 95% average throughput on file transfers. This is version 2.0, an update to version 1.20 released on disk 145. Includes sources for both the Amiga and Unix versions.



Errata on FileReq

For those of you who have spent endless sleepless nights wondering why the file requester program by Mark Kelly didn't work, it was because some of it didn't get printed. Sorry, that's my fault (Ed). So here it is (the missing part).

```
ShowPath:
' wildcards in path?
Wild=INSTR(path$,"#")+INSTR(path$,"?")+INSTR(path$,"*")
LINE(7,swH+8)-(swW-6,swH+16),1,bf 'zap path box
COLOR 3,1: LOCATE PathY,2: PRINT path$;
RETURN
```

```
ChopPath: 'cut last node from path$
Lx=LEN(path$): a$="" 'find last : or /
WHILE a$<>"/" AND a$<>":"
a$=MID$(path$,Lx,1): Lx=Lx-1
WEND
IF a$=":" THEN Lx=Lx+1 'retain : but cut /
path$=LEFT$(path$,Lx): GOSUB ShowPath
RETURN
```

```
Event: 'wait for key, click or button
k$="": Lin=0: Col=0
WHILE MOUSE(0):WEND 'waste stored clicks
WHILE k$="" AND Lin=0
IF MOUSE(0) THEN 'mouse clicked...
mY=MOUSE(2):mX=MOUSE(1)
IF mY>=bY THEN '...on a button
IF mX<bW THEN k$=ESC$ ELSE k$="P" 'fake a keystroke
ELSE '...on a line
Lin=mY/8+.5: Col=mX/8-.5 'line/col
IF Lin=PathY THEN k$="C":Lin=0 'click on path box
END IF
ELSE
k$=INKEY$: IF k$<>"" THEN k$=UCASE$(k$) 'Key hit
END IF
WEND
RETURN
```

```
CountLines:
' Count lines in DIR output file (to find array size)
nLine=0
OPEN "ram:tmp" FOR INPUT AS 6
WHILE NOT EOF(6)
LINE INPUT#6,x$: nLine=nLine+1
WEND
CLOSE
RETURN
```

```
StoreLines: 're-read & store lines
OPEN "ram:tmp" FOR INPUT AS 6
FOR i=1 TO nLine: LINE INPUT#6,x$(i): NEXT
CLOSE: KILL "ram:tmp"
RETURN
```

```
Parent: 'draw or erase PARENT button
GotParent=(RIGHT$(path$,1)<>":") 'in subdirectory?
IF GotParent THEN
LINE (bW+5,bY)-STEP(bW,bH),3,b 'outline
LINE (bW+6,bY+1)-STEP(bW-2,bH-2),2,bf 'parent button
COLOR 3,2: LOCATE bL,1: PRINT PTAB(177)"PARENT";
ELSE
LINE (bW+5,bY)-STEP(bW,bH),1,bf 'zap it
END IF
RETURN
```

END SUB

REPORT ON ART SIG. By Norm Christian.

The newly formed Art Sig got away to a good start, with 24 members showing interest by filling out registration forms. These covered 14 of the better known graphics programs and members were asked which ones they could use and which they wished to learn. They were also asked to make suggestions for future activities. This information should enable the co-ordinators to plan intelligently. Matt Gallagher and David Noble have agreed to be joint co-ordinators for the time being. They are anxious to have feedback from members as to how you would like the SIG run.

Following requests, some time was spent showing how a slideshow is constructed and looking at some of the features of DPaint. It appears that making icons is popular, so that will be one subject for next meeting. Members are also requested to bring along, preferably in writing, questions relating to any problems they may be having with art programs. We will hopefully pool our knowledge to solve these and have some left over for future meetings. It has been suggested that a number of programs be reviewed so that we may better judge how they may be of use. If you can assist here, please come prepared.

At this stage it is the intention for Norm Christian to give a short talk on making icons, followed by a demo by the co-ordinators of DeLuxe Paint III. Prospective new members will be welcome.

BACK TO AMIGA Soh, Kam Hung

Ah! What a relief when exams are over, even if it is just a fleeting feeling and will disappear when the next semester starts. I devoured Roger Zelazny's "Amber" series (all seven of them - so far), finished the last book in the "Dorsai" trilogy by Gordon R. Dickson, read a mainstream Philip K. Dick book, paid off bills to various utilities, found time to row in Fairfield Park and managed to squeeze in some fun with the Amiga. Yeah, holidays are times when you can do whatever you want.

Several exciting programs appeared on the Amigalink bulletin board in the past month; updates of Conman, Mach and ARP and for a bit of relaxation, a PD version of that deviously addictive game 'Tetris'.

Just before my examinations started, I had to program my graphics assignment on an IBM AT clone. It was a nightmare.

The atrocious command parser on PC-DOS must have been written to confound programmers and tie their fingers up in knots. It had only a one-event command history, no line editing (except for delete) and unhelpful error messages - the one etched into my fevered mind was "Abort, Retry or Ignore" for which there was no way of recovering from unless I fixed the error or rebooted.

I am now back to programming on the Amiga (joy of joys) and the general theme of this article is how I try to make the best use of limited resources because I can't afford to buy a faster or more powerful machine.

ARP 1.3 (AmigaDOS Resource Project)

I've been using ARP a long time now, since version 1.0 was released a year and a half ago. The main attraction of ARP was its DOS commands were written in assembly and were very, very much shorter than those provided by Commodore. Furthermore, ARP supported the '*' (asterisk) wildcard symbol and the parameters passed were much more consistent in format than AmigaDOS' '#?' (hash question mark). The major bug in V1.0 was that the system would hang if the arp.library file could not be found. ARP V1.1 fixed that bug and the most recent release is V1.3, coinciding with Commodore's AmigaDOS 1.3. Unlike previous releases of ARP, version 1.3 comes with a program to install ARP, so after unarchiving the ARP file, just run 'ARPIInstall' and the system does everything for you. The major enhancements in this version are the command 'AShell', a shell 'ASH' and new metacharacters '~' (tilde) '[' (left square bracket) and ']' (right square bracket). If you are using ARP supported programs such as 'DME', you would notice that the ARP file requester has be prettied and by typing a portion of the filename, files with the closest spelling are displayed.

'AShell' will load which ever shell is the "best" and allows the user to choose between the ARP shell 'ASH', the Workbench 1.3 'Shell-Seg' and the old 'CLI' and by default, it will load 'ASH'. 'ASH' has built-in commands such as 'if', 'else', 'endif' which significantly reduces the amount of disk access time for executing batch files. To find the built-in commands available, just type '?' (question mark). It also has 'alias' to do a local substitution of names (very useful if you have been working on different machines and cannot remember different commands) and '=' to set environment variables. If you have 'Conman', you can have unnamed pipes with the '!' (vertical slash) character which, combined with automatic execution of script files, makes it absurdly easy to write shell programs. 'ASH' is not as powerful as the C-Shell on UNIX, nor does it claim to be, but it is a step in the right direction.

The only major ARP program not totally compatible with AmigaDOS 1.3 is 'format' in that it doesn't include the FFS option. This can be remedied by using 'format' from a Workbench 1.3 disk. Documentation is not yet available for ARP 1.3 except for ASH. All in all, the team behind ARP - lead by Charlie Heath of MicroSmiths - have done an incredible job of not only keeping the programs compatible with Commodore's, but of extending them and making them available to the general Amiga user for free. I salute you!

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SPEEDING UP DISK DRIVES

BAD V3.0 (Blitz A Disk) by Mark Hellman & Reid Bishop

AUTODISKCHANGE V1.0 by Martin Taillefer

Even the more ardent Amiga user must admit that the disk operating system that Commodore lumbered us with is painfully slow and noisy compared to an IBM or Apple floppy. For years, the only method of speeding up disk access and avoiding the horrible grinding noise that the drives make has been to backup my system diskette with the "copy dFX: dFY: all" command. The idea behind this command is all blocks of a file would be kept physically close together to reduce drive head movement. This process would normally take about five minutes and the new diskette would be fine until I start writing or deleting files and performance would deteriorate until the next time I backed up my disk. I shudder to think what hard disk users must have to put up with.

Imagine my joy when I found out from Con Kolivas' article that I could use the new Fast File System (FFS) on Workbench 1.3 for floppy drives! Eagerly, I downloaded the file from the bulletin board, read the documentation and proceeded to set up my system. After a few false starts, I had a working system disk using FFS and the difference in speed is startling. A full directory listing is now two to three times faster than before, access time has been reduced by as much, read / write times remain the same because of physical limitations and as a bonus, I get 42K of extra memory per disk.

To get FFS on your floppies, you have to download a file called 'ffsflop.arc' from AmigaLink. This archive contains a detailed guide for install FFS, the mountlist entries required and a short program 'AutoDiskChange'. You will also need the Workbench 1.3 'Mount' command, the Workbench 1.3 FastFileSystem loader from the I: directory and 'arp.library' before proceeding any further. After copying and appending the appropriate files, mount the new devices as FF0: and FF1:, run 'AutoDiskChange' in the background and your system is set up.

Be wary of FFS though: the extra storage and speed is gained by using leftover and some pointer bytes in each sector [Clay, Betty. (1989) "Changes in the Disk Filing System" Amiga Transactor May 1989, Vol. 1, Issue 6] and recovering a crashed disk may be difficult, though I have not had any trouble relating specifically to FFS disks yet. 'AutoDiskChange' is necessary because FFS was designed for non-removable harddisks and the system must be told each time a FFS disk is removed.

On the other hand, if you have system disk which you do not modify often, 'BAD (Blitz A Disk)' may be more suitable. 'BAD' copies one AmigaDOS disk to another and writes all logically related sectors close together, thus when a file is accessed, the drive head does not have to move back and forth. Directory access speed is nearly as fast as FFS. Of course, if you repeatedly read and write your optimised disk, the speed improvement will gradually fade away.

Just for the heck of it, I tried using 'BAD' on my FFS floppies, hoping that I could extract that extra few percent extra speed but my system kept crashing regardless of which version of

Kickstart I used, so I decided to wait until that bug has been fixed before trying again.

MACH V2.5 by Brian Moats

Mach 2.5 is the latest in a long line of background utilities which started life as a mouse accelerator. Unlike previous versions, it is split into two parts: 'Mach' and 'SetMach'. The former is run in the background while the latter is only loaded when you wish to change any of the parameters on the control panel. When 'Mach' is run, it alternates between displaying the time and free memory remaining and the date - useful when you are writing letters.

My favorite features in 'Mach' are the "sunmouse" (activates the window / screen that the pointer is on), "popCLI" (starts a new CLI process), "accelerator" (speeds up the movement of the pointer up to nine times), "keyboard macros" and "window to front" (click on a window to bring it to the front). If there is no input from the keyboard for a set time, the screen can be blanked or dimmed to avoid phosphor burnout and the mouse pointer disappears if the mouse is not moved and for the handicapped, there is a "qualifier accumulator" which allows the user to hit any of the qualifier keys such as "ctrl" or "shift" and then the normal keys.

There is little documentation in the archive file; presumably, version 2.5 is similar to 2.4 except for the split between 'Mach' and 'SetMach'.

CONMAN V1.3 by William S. Hawes

'Conman' strikes back! This version is functionally similar to version 1.1 and has some minor bugs fixed. It replaces the CON: device and provides multiple command history, line editing and shrink / expand a window. Installation is dead easy; just execute the script file provided. Personally, I can't see why Commodore doesn't provide new users with this superb device handler.

SQUEEZING A LITTLE MORE SPEED ...

Add21K by ??? Available on AmigaLink as "2utils.arc"

I admit it: I'm a speed freak. 'FastFonts' and 'BlitzFonts' just do not display text fast enough. Just to compare speeds, I displayed a text file using the normal font and 'FastFonts' routines. Finally, I used 'Add21k' which steals one bitplane from the Workbench screen, turning colours two and three into colours zero and one respectively.

Filesize: 58957 bytes Lines: 1260

Time in seconds:

^L without ^L
Normal 53 94
FastFonts 41 82

Using 'Add21K'

Normal 41 58
FastFonts 29 46

NOTE: "^\L" and "without ^L" mean that formfeed / clear screen characters are left in the file and removed from the file respectively.

At first glance, 'FastFonts' is not much faster than the normal text rendering routines and the best improvement in speed is obtained when 'Add21k' is used - after all, only half the number of bits have to be updated. I mentioned these statistics to Mike Saleeba (All-round nice guy and walking Amiga reference guide) and he suggested that Amiga scrolling is slow because the blitter has to copy chunks of window repeatedly. The conclusion? 'FastFonts' is definitely faster than the normal text routines in rendering text, but scrolling remains the same speed. If you are writing another version of 'More' or 'Less' (Ha Ha), some intelligent scrolling routines would be needed to make text speeds respectable.

'DME' (Matthew Dillon's text editor) works well with 'Add21k' and it now scrolls and updates the screen faster than any other word processing program I tried. However, if I mark a block of text, 'DME' turns the letters in the block to colour two or three, thus making them invisible on a two-colour Workbench screen. After struggling for several days, I accepted defeat, went back to the four-colour Workbench screen and lost the super text display speed I had. Sigh

TETRIS

reviewed by Soh, Kam Hung and David Chan

Tetrix is based on a simple Russian game named Tetris and can be played in the game arcades or on IBM PCs and Sun workstations(!). In this game, shapes made out of 4 connected squares fall downward in a box and the player can move the pieces left or right or rotate them in an attempt to make these pieces fit into those that are already at the bottom. When a row of squares is completed, the computer removes them and shifts all the pieces above this row down. There are two main objectives in Tetrix: The first is, obviously, to complete as many rows as possible (and thereby scoring points). Sometimes (by accident or by design) two, three or four rows are completed at the same time, and you will score more this way. The second objective is to survive - you will find that some pieces won't fit into the gaps as you try to complete your rows, and such uncompleted rows will start building up. The more uncompleted rows you have, the less space you have in the box to manipulate the pieces to make it fit. Inevitably, the entire box gets filled to the top, and the game ends. The shapes that you will encounter are shown below and you can see why some pieces just won't fit!

```

[ ][ ][ ][ ]  [ ][ ][ ]  [ ][ ]  [ ][ ]  [ ][ ][ ][ ]  [ ][ ][ ]
[ ]           [ ][ ]  [ ][ ]  [ ]
```

Though the rules of the game are simple, it is devilishly difficult to get the pieces to sit properly, especially when you are in a rush. There are strategies which one can devise, but to tell you would be to spoil your fun. My advise is play the game, learn the hard way while enjoying it too. To make it doubly addictive, it can be run as a background process.

The arcade version of Tetrix is virtually the same, save for the

graphics and sound. Instead of being merely shapes comprising four squares, the shapes are bas-relief metal pieces similar to "Speedball". Accompanying the graphics is a lively tune, reminiscent of circus music. The shapes fall faster, requiring the player to react faster, and as the number of uncompleted rows build up, the pace of the game and music actually increases. If you can play the Amiga version successfully, you are well equipped to face the arcade version.

WRAPPING UP

It was an eventful fortnight for me on the Amiga. Now to dive into my project again, perhaps surfacing during a lull to peer at the bulletin board.

Take a deep breath and

Amiga Expansion

As programs and applications become more complex and demand more memory and storage capability, owners of the Amiga 1000 face the decision of whether to upgrade to a new computer or expand their existing system. Now that expansion has become affordable many 1000 owners are choosing the latter option.

Older Amiga 1000's have inferior hardware which causes compatibility problems with expansion products, fortunately these problems can be solved by simple hardware upgrades.

The following outlines the known compatibility fixes for the Amiga 1000. Not all fixes are necessarily required therefore try the following one step at a time and then test your machine:

1. Ground pin 10 of the PAL chips located at positions N,L,K,and J on the daughter board.
2. Replace the J and K PALs with 15 nano second devices.
3. Replace the CPU with a Motorola 68000. The extra load of some expansion devices causes inferior 68000's to overheat resulting in Gurus and other crashes. Note, 10 MHz Motorola 68000 maybe required in some circumstances.

To run Amiga sidecar with Spirit IN 1000 memory expansion boards all of the above changes may be required. The following configuration changes will be necessary:

1. Add a ground wire from 68000 pin 53 to Mother board ground.
2. Do not connect microclip J1. Install microclip J2 to XRY on the PALs.
3. Expanded memory should only be activated (AD-DMEMed) after the sidecar is online and stabilised.

The only expansion compatibility problem encountered with the Amiga 500 is solved by replacing the 68000 with a Motorola 10 MHz device.



If you have been totally bewildered by this article don't despair most computer outlets will be able to upgrade your machine for a small fee when you purchase your expansion device. Power Peripherals provides PAL upgrade kits for \$36 and full installation of their expansion products for \$30.

UNREM by Mark Kelly

```

PRINT "UNREM by Mark Kelly 07-Feb-89 13:23
PRINT "Removes comments from BASIC files
PRINT "saved in ASCII format"
DEFINT a-z
quote$=CHR$(34): false=0: true=-1
INPUT " File to strip";infile$
INPUT " File to write to";outfile$
OPEN infile$ FOR INPUT AS 1
OPEN outfile$ FOR OUTPUT AS 2
```

```

WHILE NOT EOF(1)
LINE INPUT#1,a$ 'Read a line
length=LEN(a$)
empty=(length=0): IF empty THEN 4 'Empty line?
IF LEFT$(a$,1)<" " THEN BadFile 'Non-ascii?
ptr=1 'Pointer
loop:
r=INSTR(ptr,a$,"REM") 'Find next REM
found=r
a=INSTR(ptr,a$,"") 'and next apost
' If found both, which came first?
IF r=0 OR (a AND a<r) THEN found=a
InQuote=0
```

```

'Find quotes from start of line (or last find) to
'current find toggling INQUOTE flag each time.
IF found THEN 'One was found
6 ptr=INSTR(ptr+1,a$,quote$)
IF ptr AND ptr<found THEN
InQuote=NOT InQuote: GOTO 6
END IF
'If the remark was between quotes, find second
'quote. If quote not found, we're at the end of
'the line. Go back and look again for a remark.
IF InQuote THEN
ptr=INSTR(found,a$,quote$) 'Find 2nd "
IF ptr=0 THEN ptr=length 'reached EOL
GOTO loop 'Keep looking.
ELSE 'Not in quotes so
length=found-1 'note where remark starts.
END IF
END IF
```

```

'trim spaces at end of line
3 IF length THEN
```

```

IF MID$(a$,length,1)=" " THEN
length=length-1
GOTO 3 'nasty horrible GOTO!
END IF
END IF
```

```

'save non-empty lines
'unless line STARTED empty (a "spacer" line)
4 IF length OR empty THEN
PRINT #2,LEFT$(a$,length)
END IF
COLOR 1,0
PRINT LEFT$(a$,length); 'show good bit
COLOR 1,3
PRINT MID$(a$,length+1); 'show cut bit
COLOR 1,0:PRINT
WEND
CLOSE
END
```

```

BadFile:
PRINT infile$ " is not ASCII. Load it and type..."
PRINT "SAVE ";quote$;infile$;quote$,"A"
END
```

Virus

If you have read the title of this article and think to yourself "Oh no,not another article on the virus again" and don't want to read this,well you can.It's Virus the game.

Virus is a shoot-em up with a difference.You control a hoverplane in which your aim is to wipe out all the invading alien spaceships who spread a deadly virus throughout the countryside.

The Playing Field

The playing field is shown as a beautiful patchwork fields. A series of islands with undulating hills provide the scenery which never becomes boring to look at.Nestled in the hills are radar dishes and houses that can be shot at and destroyed,but shooting the radar blacks out the map which permanently sits in the top left corner of the screen.The enemy can be detected on this screen.

The Enemy The enemy consists of some dangerous ships and some just annoying ones.The deadly virus spreaders are easily distinguished as they are big blue 3-D diamonds and they must be rid of quickly.Ceveral pests which fly around following you and shooting bullets everywhere don't do any harm but also must be destroyed to advance to the next wave.

Game Control

The hoverplane is controlled either by the keyboard (hard) or the mouse (harder) abd is fairky straight forward.

Overall

Graphics : Fantastic.The 3-D ships are great and the scrolling as you fly along are very,very smooth.The landscape is well done with the hills.When trees,houses or the rockets at your base are blown up,they smoulder with smoke!

Sound : Fantastic.Sound effects make up for the lack of music which is common in many games.When you fly at a low level over the water,your thrust as it hits the water is sounded as a

spraying sound which is well done. All the other effects are also well done.

AUGADS

For Sale: Original Deluxe Photo Lab. As new \$80. From Peter Dalliston, East Doncaster. Phone: 848 4998.

Sendata Modem for sale V21 V23, plugs directly into back of A1000 and runs off the serial power supply (so no power plug is needed) Comes with phone, \$100 ONO phone Tim after 6:30pm 428 1943.

All ads for publication will be printed for one month unless re-submitted. Only AUG members can submit ads to: The Editor, AUG, PO Box 48, Boronia, 3155.

Games '89 Report
by Donna Heenan

Well Games '89 occurred with much ado, opened by the Lord Mayor, with much media attendance. The Amiga User Group was safely tucked away by this time in the best stall in the house, right next to the central atrium in the Expo building where the model helicopter was flown and the Society For Creative Anacronisms had their mock battles. We, the volunteers, spent most of our time answering questions, running programs and refereeing the Gauntlet II game. With anything up to four players at a time this was a major chore, and refrains of "No, no, you've got to stay together" or "Valkyrie shot the food!" rang through the foyer. Every kid under forty must have stopped off for a game! (Volunteers even, could be seen late at night, hands on joysticks, playing.)

We had three computers running continuously at the show, a 2000 hooked up to the Bahco unit, the club's 500 also hooked up to the Bahco unit - this was the machine that ran Gauntlet II - and another 500 displaying through a television set, giving the spectators a good idea of what they could expect from their amiga when they got one. I'd have to say though that the best part of our display was the Bahco unit. In a space that small and dark the display on the screen veritably glowed, particularly when Norm Christian's moving Mandelbrot's were running (if you haven't seen them ask Norm to show you, well worth watching). We could change displays from the 2000 to the 500 with a flick of the switch, to show the fast and furious action of Gauntlet or the colorful swirls of the latest demo, all in all an impressive set up.

The rest of the show had it's highlights as well. The model railways were stunning in the small details, though I never did figure out why the tiger was on top of the pub's roof. The model racing cars, quicker than the eye and suprisingly noisy, caught the attention with their antics as they crashed into any barrier in sight, including each other, shedding little pieces of their paneling as they went.

Now to the Thank You section:

With thanks to all the volunteers who turned up faithfully, on time and with good spirits. Without their help I'd have gone mad!

With thanks to High Technology of Brighton who lent us the copy of Gauntlet II (I liked it so much I went and bought it) and other software.

With thanks to Westend Computers who lent us the 2000 and all four joysticks to play Gauntlet with.

With thanks to Alan Duncan who built the hardware that allowed us to use the Bahco unit so effectively.

Most of all, thanks to Trace Technology of Port Melbourne who lent us the Bahco unit, without which we'd have looked most drab indeed; and thanks to John Grimaldi who spent many hours fiddling and focusing the Bahco to the best effect!

Co-ordinators Comment

Welcome to what may be my last contribution as co-ordinator of AUG. At the August annual general meeting I will be standing down from the position I have held for the last 12 months, as will other committee members. I feel it is time for someone else to experience the pleasures and frustrations of helping to organise a group such as ours. I have enjoyed my time firstly as assistant and then acting co-ordinator of AUG but feel there must be others in the group who would like a chance to direct their efforts to a very worthwhile cause, so I will not be standing for re-election.

I would like to see as many members as possible attend our AGM in order for it to be representative of the group. It is your opportunity to vote on proposed changes to the rules which govern our association and to select a new committee. I have summarized the positions in previous comments so I will conclude this subject by simply inviting ANY member of AUG to attend our August AGM and nominate themselves (or friends) for the available committee positions.

At the July meeting there was a demonstration of Music and the Amiga. This was presented as an introduction to the possibilities of music with an Amiga and a relatively inexpensive MIDI controlled keyboard. Thanks to Norm Christian and Neil Rutledge for the demo. and Neil has an open invitation for anyone seeking further information to attend the music group SMAUG at our monthly user group meetings.

Eric Salter announced that his proposed Amiga C training course is definitely on and has provided the following details :

- it will be run for approx. 6 weeks beginning in late August early September.
- each class will be of approx. 2 hours duration beginning at 7:30-8:00 p.m.
- the day of the week is yet to be determined but will NOT be a Wednesday.
- class sizes will be restricted and people will be expected to bring their Amiga, especially in the latter classes.
- the course will be aimed as an introduction to C initially and then extended to the Amiga specifically
- the course cost will be between \$30 and \$40 depending on the cost of the venue - yet to be chosen.

If you are interested in this course please write to Eric via the AUG post office box or contact him at the August meeting.

The Question and Answer session at our July meeting pro-

duced several questions that were not resolved. One was related to problems experienced with Spirit internal memory boards for the Amiga 1000 when used with the side-car. Power Peripherals have contacted us with suggested solutions and their recommendations should appear elsewhere in this newsletter. It may be worth considering their suggestions even if you have problems with other expansion product combinations. Another (completely unrelated) question raised before the main meeting but not discussed due to time restrictions was whether The Bible was available on the Amiga ? Apparently other computers have this and if anyone knows of a similar package for the Amiga please write a newsletter article - it may surprise you how many people would be interested.

AUG has been contacted by Tim Strachen from MegaDisk, a Sydney based disk magazine for the Amiga. He would like to expand his contacts into Melbourne so if anybody is working on something special for the Amiga he would be interested to hear from you on (02) 959 3692.

At recent committee meetings decisions have been made that involve AUG spending a considerable amount of its accumulated funds on equipment. The first item has been mentioned in previous newsletters and is related to newsletter production, it is a memory expansion board for use by our editor in his Amiga 500. This is to assist with his preparation of Workbench each month and in particular to enable him to get the most out of Professional Page. A second memory expansion board may also be fitted to our club Amiga 500 in order to provide better demonstrations and displays at our monthly club meetings. More software packages and demos. push the existing 1Meg limit of our Amiga 500. The second item we need to spend club funds on is a replacement hard disk for our AmigaLink I Bulletin Board System. 24 hour operation of this system has taken its toll and I presume we will have to consider these as "consumables" to be replaced periodically.

On the topic of memory expansion, we are looking for a volunteer to assist with the Amiga 1000 do-it-yourself memory board project. At the July meeting members of the hardware group confirmed we have access to the PCB artwork and that the special chips are available for approx. \$50 which is also what the blank PCB should cost. AUG would consider financing the initial production of boards but what we need is someone to help organize the manufacture of boards and to act as a central co-ordinator for the project. Please contact me if you are interested.

I will finish this month by thanking the club members who at the July meeting volunteered to help distribute our 'flyer'. It was pleasing to receive such a strong response to a call for assistance.

----- see YOU at the A.G.M. -----

Lester McClure
July 1989

A Moment in Time.

A little over a year ago I responded to the frequent pleas of our (then) editor, Peter Jetson, of WORKBENCH by providing an article. In the article I explained that although I did not know how to modify my startup sequence, I did know how to use the Amiga for the purposes for which I wanted to use it. My article was meant to be published in the June edition of WORKBENCH but I was a day late sending it in, as will ever be the case, and so it was published in the July edition. Fate would have it that the result of this was my unanimous election to the COMMITTEE of AUG (as it was the time of the annual elections).

Therein lies a tale. What does happen at COMMITTEE meetings? At last the truth can be told. Your COMMITTEE meets on a Thursday and at various members houses. But to cut a long story short (which never does) Peter Jetson resigned as editor. Could WORKBENCH remain as the single most respected journal in the world of Australian Amiga? Our new editor was a man called Con Kolivas. We fought those fellas at Gallipoli, what could he achieve? Con managed to bring us (finally) to 10 point Times Roman and save us a lot of money with more input (hopefully including this article). I even voted on your behalf to get him more memory in the CLUB'S MACHINE in order that he could continue his rampage of 10 point Times Roman as well as multitasking his medical programmes which would assure his success in the future.

But what of our original editor, Peter Jetson? It was suggested that he should become a "life member" but this was rejected by the group who didn't understand and it was pointed out at the meeting that this didn't matter as the COMMITTEE had the power "constitutionally" and it did and he was.

So let me tell you about the elite body, the COMMITTEE, who make all the decisions for the AUG, Australia's largest and most influential body of Amiga users. As I said we meet on a Thursday night.

When I arrive the myriad copies of the WORKBENCH are awaiting as I walk in the door. I do not know from whence they come, I have never been that early for a meeting, but I suspect that Con Kolivas has something to do with it. They are ready for putting into envelopes and the first job is to stuff the 1300 of them into an envelope (not one but 1300). When finished this it is only necessary to label all the envelopes. The labels are printed on an IBM clone and attached to each envelope. Apart from the occasional exchange which is usually in a language I don't understand (I think it is UNIX) the only noise is the incessant purr of the printer as the labels are printed in front of our very eyes. In fact, on occasions we must wait for them. The envelopes are then sorted according to Postcode and are bundled into groups which depend upon Postcode and include a white paper sticker and two rubber bands to identify each postcode. These are done by Mail Centre and there are six of these. Peter Jetson, you will remember him as the man who resigned as editor of WORKBENCH because he had to do this task by himself each month, then sorts out the Mail Centres and puts them into a bag to be finally delivered by himself. (He brought the bags).

About halfway through this project we are invited to partake of

coffee (nothing stronger has ever been mentioned) which is provided by the host (mostly Drac because he lives furthest away from me).

Your committee is a nice bunch of people and they all work industriously on this task.

At about midnight Lester calls the meeting to order and starts on the agenda.

What are Thursdays like for you? Thursday is my heaviest day at work and I wonder how it is for others. Here we are the COMMITTEE of this AUG deciding the future of the group after midnight! We have sent out the Workbench and that in itself is some sort of achievement but up to now we have decided nothing else. Now comes the time for the BIG decisions. If most of the members are asleep don't be surprised. While all the members are present have we got a quorum AWAKE?

It is time that the AUG took a look at this situation and devised a group who would look after the sending of WORKBENCH so that the COMMITTEE can get down to running the affairs of the group at a respectable hour.

It is my opinion that much more would be achieved by our COMITTEE if it did not have to process the WORKBENCH before beginning each meeting.

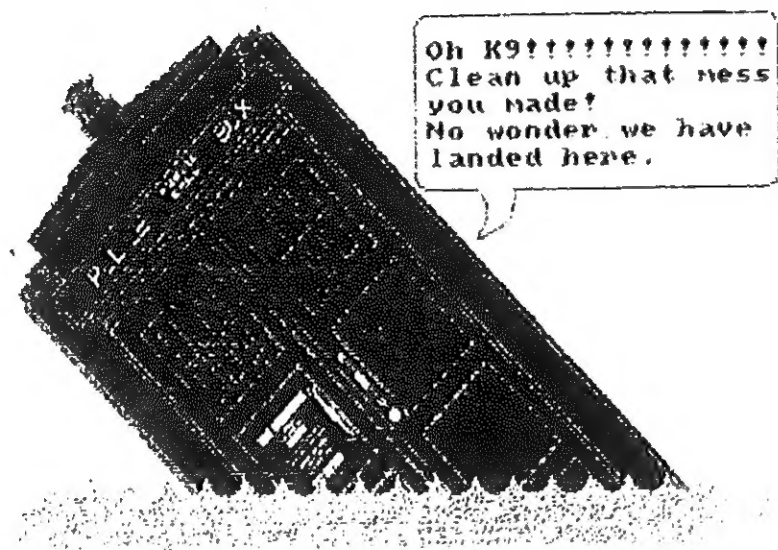
Doug Myers.

Editor's reply:
Curiously enough, this article just happens to appear around the time when we will have the major elections for the committee positions. But the interesting thing is that Lester mentioned to me just a few days ago how good it would be to have two committee meetings; a communal stuffing and a more serious, *real* committee meeting. The fact of the matter is, this will probably be decided on by the new committee when it comes into power, after the next meeting, the annual general meeting.

So, this is where I make my stand. Personally, when I joined the club, I had great satisfaction out of writing the occasional article for the newsletter. Unfortunately, I couldn't be bothered going to the trouble of sending them off very often. However, when the editor's position was vacated, I thought about it for a while and decided that since they *really* needed an editor at that moment, I would step in. However, what I found is that I had wanted to be editor all along, and only used that as an excuse to myself to avoid any position of authority. Since then I have discovered the joys of becoming a committee member, and found the job extremely satisfying, which is why I am going to stand for the next elections hopefully to be re-elected. If you find that you want to run this club, or just join the committee, or take over someone's job! then I seriously suggest you consider it, and even if you are a bit afraid of being overwhelmed, there will be lots of friendly people there to help you in your task, and you will find the committee completely underwhelming so to speak.,

Even if you don't wish to take on a committee position, yet feel strongly about someone on the committee, I suggest you come along and at least vote, or just watch. It'll be an experience. So,

I'll see you at the AGM.



Proposed Changes to the Rules of the Amiga Users Group Incorporated

It is proposed that the Rules of the Amiga Users Group Incorporated be changed as follows:

- (a) In Rule 2. (1), the words "31 December" be changed to "30 June".
- (b) In Rule 3. (1), the words "who is nominated and approved" be changed to "who applies and is accepted".
- (c) In Rule 3. (2), (a), the words "is nominated" be changed to "applies".
- (d) That Rule 3. (3) be changed to read:
"An application by a person for membership of the Association:-
(a) shall be made in writing;
(b) shall be accompanied by the sum payable under these rules as the entrance fee and the first year's annual subscription; and
(c) shall be lodged with the secretary of the Association."
- (e) In Rule 3. (4), the words "a nomination" be changed to "an application", and the words "the nomination" be changed to "the application".
- (f) In Rule 3. (5), the words "a nomination" be changed to "an application", and the words "the nomination" be changed to "the application".
- (g) That Rule 3. (6) be changed to read:
"Upon an application being approved by the committee, the Secretary shall, with as little delay as possible, notify the applicant in writing that he has been accepted for membership of the Association."
- (h) In Rule 3. (7), the words "the nominee's name" be changed to "the applicant's name", and the words "the nominee" be changed to "the applicant".
- (i) That Rule 4. (2) be changed to read:
"An annual subscription rate shall be determined from time to time by the committee, and is payable in advance on or before the date on which that member's subscription falls due in each year, or on such other date as may be determined by the committee."
- (j) That Rule 4. (4) be deleted.
- (k) In Rule 4. (5), the words "two months" be changed to "one month".

- (l) That a new rule be added, which will become Rule 4. (7):
"The committee may, in the case of meritorious service to the Association, and at it's discretion, declare a member to be an Honorary Life Member, and waive all future suscription fees for that member."
- (m) In Rule 7. (3) (b), the words "28 days" be changed to "42 days".
- (n) In Rule 7. (5), the words "21 days" be changed to "42 days".
- (o) In Rule 11. (1), the mis-spelled word "associaation" be changed to "association".
- (p) That Rule 18 be changed to read:
"A member is not entitled to vote at any general meeting unless all moneys due and payable by him to the Association have been paid."
- (q) That Rule 23. (6) be deleted.
- (r) In Rule 25. (7), the words "a member" be changed to "a member of the committee or sub-committee".
- (s) In Rule 25. (8), the words "Each member" be changed to "Each member of the committee or sub-committee", and the mis-spelled word "Commitee" be changed to "Committee".

These proposed changes to the Rules of the Amiga Users Group Incorporated are designed to bring the rules more closely into line with the way the group currently operates.

Please give these changes consideration, and perhaps even propose more or other changes of your own.

Regards,
Peter Jetson.

NWAUGNWAUGNWAUGNWAUGNWAUGNWAUG

North West Amiga Users Group

A Geographical Special Interest Group of AUG

Meetings Held every 2nd Wednesday
at 7:30 pm in Rooms 19 & 20, 1st Floor
Essendon Community Centre,
Cnr Mt Alexander & Pascoe Vale Rds
Moonee Ponds 3039

Meetings Scheduled:
16/8/89 30/8/89 6/9/89

Nwaug members to be members of AUG
NWAUG annual fee of \$5 helps cover
PD, Library and Equipment costs.
Meeting entrance fee of \$1 (\$2 visitors)
covers room hire/coffee/biscuits.

NWAUG - A multitasking SIG of AUG
See YOU at a meeting soon.

NWAUGNWAUGNWAUGNWAUGNWAUGNWAUGN

SCRAMBLES
(aSortments of Con's RAMBLES)
by Con Kolivas.

Installation of extended chip set in A500: Note, this article is a message removed from USenet, courtesy of Antony Suiter (a member of AUG).

From baxter_a@wehi.dn.mu.oz Thu Jul 6 05:01:31 1989
(Don't worry, this means as little to me as it does to most of you. The interesting part is yet to come...)
WARNING: THIS WILL NOT WORK FOR MOTHER-BOARDS PRIOR TO REVISION 4.

Get the chips (Commodore deny they exist). Put them in.

Locate the CPU and the ROM beside it. Between the two are three jumper pads collectively labelled JP2. The front and middle pads are connected the middle and back are not. Cut the connection between the front and middle. Solder a connection between middle and back.

Locate the expansion memory connector labelled CNX. At the back end of the connector are several traces that run parallel to the connector. Find the third trace from the connector, taking care because one is usually obscured by the white silk screening on the board. This trace runs to a pad about 1 inch down from the end of the CNX connector. There is a group of pads at this point and the padyou want is the one closest to the connector. Cut this trace in any place where it runs parallel to the connector.

You now have 1Mb chip memory IF you have expansion memory in the expansion slot. Otherwise you are completely stuffed!

DISCLAIMER: I HAVE NOT TRIED THIS. INFO FROM READYSOFT

If you were completely baffled by what this article says, then just do what I did - forget it and don't even try it. What I found interesting about it was in the first lines, which said that these mods won't work for motherboards prior to revision 4. What this means to you and me is that your 500 and mine probably can be modified to work with the new 1Mb accessing chips like Fatter than fat Agnus, contrary to popular belief.

If you do this (which is highly unlikely) then can you contact me and tell me about it?

That's that for this election year.
Con Man 1.4

Editor's Comments
(written 1/8/89)

Good grief, you say once again as you open this month's newsletter and find it stayed 10 point. What this means to you and to me is that the committee decided it was worth putting aside an investment in the form of a couple of memory boards and that the newsletter will look like this from now on (providing I stay editor).

Amiga Help-Network

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Lester McClure (233 5664 A.H.). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	-	AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	-	AmigaBasic (intermediate)	- 807 3911
John Elston	-	AmigaBasic (advanced)	- 375 4142
Alan Garner	-	AmigaBasic, A/C Basic	- 879 2683
Mal Woods	-	C (beginner level), Professional Page	- 888 8129
Andrew Gelme	-	C (advanced) - AZTEC	- 645 1744
Eric Salter	-	C (advanced) - LATTICE, TeX	- 861 9117
Norm Christian	-	Amiga Art, Music	- 580 3756
Neil Rutledge	-	Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	-	Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
Darren King	-	Amiga Viruses, Modems/communications	- 546 5040
George Wahr	-	Side-Car, Bridgeboard	- 376 6180
James Gardiner	-	AmigaDOS, Auto-boot hard drives	- 523 6843
Stephen Bell	-	Hardware design	- 25 8415
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	- 836 9129

One thing that some people will have noticed last month was the appalling spelling mistakes. One of the questions raised at last month's meeting was whether or not Professional Page had a spelling checker. Let me explain please. I never use a spelling checker because of the amount of time it takes. Last month's spelling mistakes were for reasons which would not have been immediately apparent. The monitor I use to create the newsletter with was borrowed to be used for Games '89 demos, so I was without a monitor. This made it extremely difficult to see what I was typing on a 26 inch color television when I was using Professional Page, which in it's infinite wisdom is in a permanent hires-interlace display, and the font size I was using was the smallest possibly definable on the screen. So if you use your imagination, you probably are wondering how I even managed to finish the newsletter. Oh well, that's life.

I was extremely pleased with the responses I got for last month's plea for opinions regarding the extra memory issue. I had many people tell me that they were all for it in the case of the newsletter, and not one person has told me they disagree. Thank you AUG.

The occasional pictures you are now finding throughout the newsletter are there to liven things up a bit. Originally they were for the front cover, but I thought there wasn't enough detail in them for that purpose. Regardless, though, you will find them amusing and rather artistic. They come courtesy of the artist himself, Warren Wilson, and I love em. If you have anything similar, please send them in, they bring the newsletter to life. But keep in mind that the final product will be in black and white, so something that looks great on the monitor may look like lots of shades of grey in print.

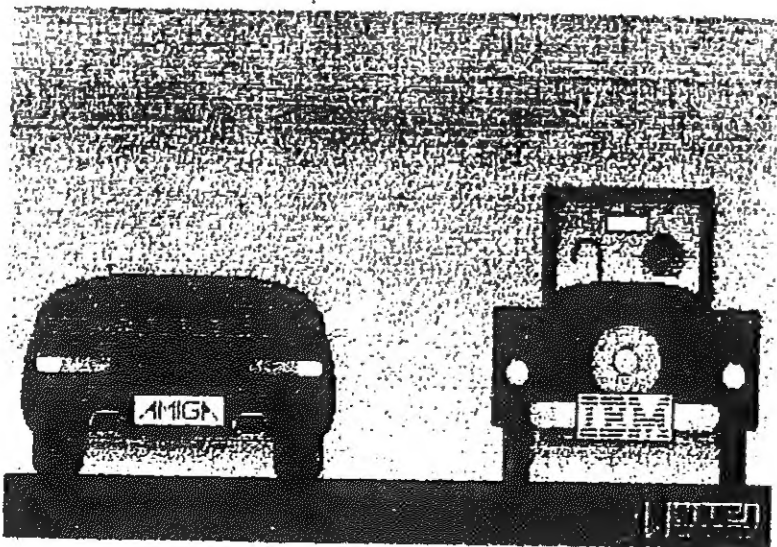
This month's newsletter cover picture comes from the images

on the Digiview3 disk. It is called Fashion.

The next main meeting, as you are probably sick of hearing by now, is the AGM (annual general meeting). I urge you once again to attend that meeting, and make a sound. If you feel strongly about the way this club should and shouldn't be run, or what directions it should follow, please do something about it. Any club, no matter how well "run in" it seems, always appreciates some fresh blood to keep things ahead of the fast pace.

Thanks to all those who keep contributing. To finish, heres another picture from Warren which really summarises the general scheme of things in the computer industry.

See you at the AGM.



Public Domain Software Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Disk Numbers:											
Don't forget to specify collection name, ie Fish, Amigan, Amicus, etc											
Disks Supplied by Amiga Users Group at \$8 each										\$	
Disks Supplies by Member at \$2 each										\$	
Club Use Only:										Total \$	
Member's name:										Membership #:	
Address:											
Postcode:											

Newsletter Back Issue Order Form

Mail to: Amiga Users Group, PO Box 48, Boronia 3155, Victoria

Issue Numbers:											
Be patient, we may have to reprint some issues to fill your request											
Number of issues ordered at \$2 each										\$	
Club use only:										Total: \$	
Member's name:										Membership #:	
Address:											
Postcode:											

Application for Membership of The Amiga Users Group Inc

Membership is \$25 per year. Send your cheque to: Amiga Users Group Inc, PO Box 48, Boronia, 3155

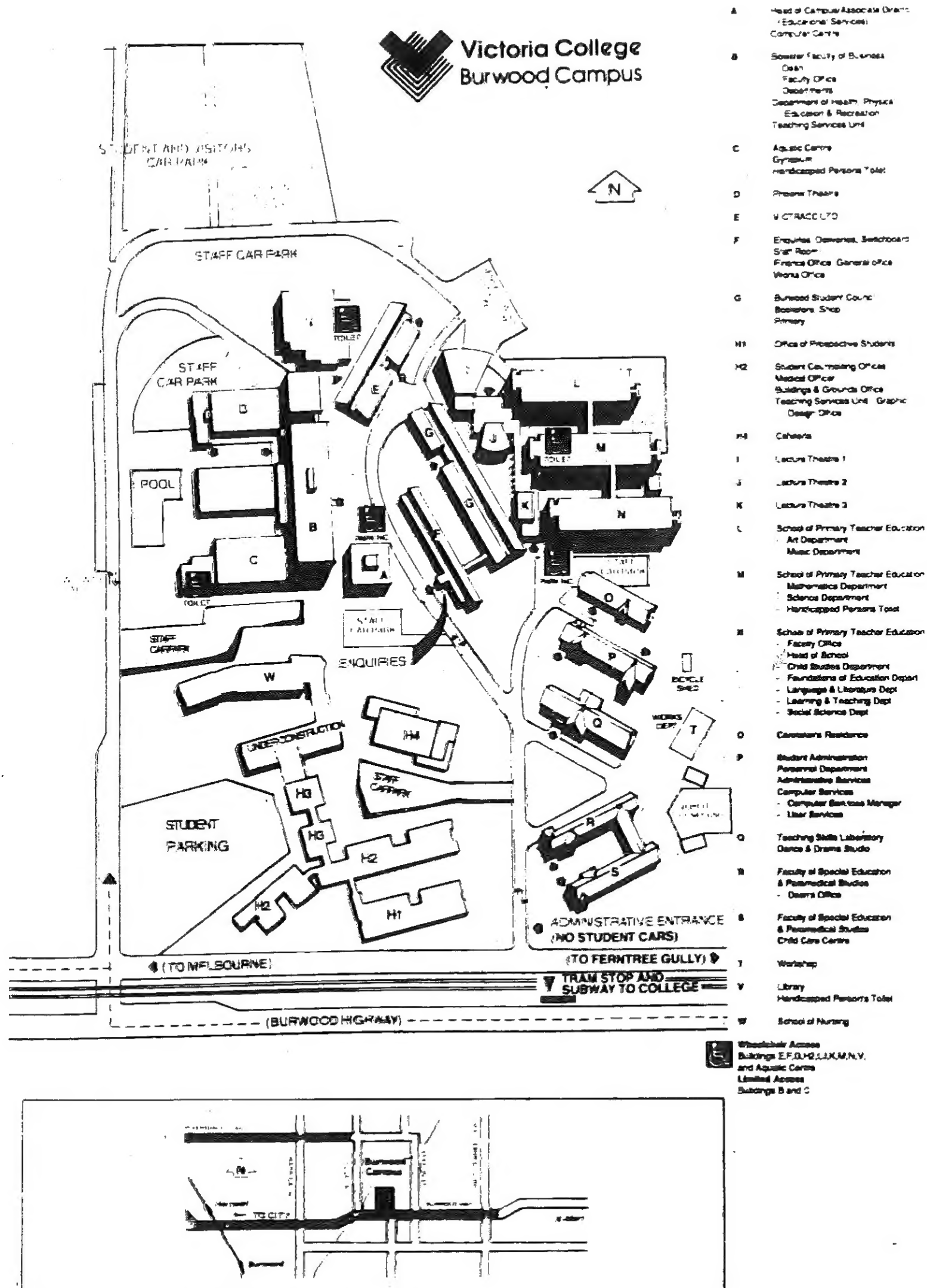
Surname: _____		Details on this side are optional	
First Name: _____		Year of birth: _____ Which model Amiga: _____	
Address: _____		Occupation: _____	
Postcode: _____		Interests: _____	
Phone Number: _____ STD Code: _____			
Where did you hear about AUG: _____			
Dealer's Name: _____			
Dealer's Address: _____			
Signed: _____		Date: _____	

If admitted as a member, I agree to abide by the rules of the Association for the time being in force.

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent
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August 1989 Amiga Workbench

AUG meets on the third Sunday of each month



Where is Victoria College, Burwood Campus?

Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the city along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over three or four traffic bumps to the car parking areas near the netball courts. Further up the road, you'll find lecture Theatre 1

If you have a Melways, try Map 61 reference B5.